Offline Action mmorpg

A game by amber mortem

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Story
Common crime is low in Terror City but out in the open, while larger conglomeration level stories are drip-fed to the public. The further you attack common crime, the faster you level up but you'll end up with bad karma. The lower level you are the harder it is to attack higher levels but you progress the story.

End game:
Capture all territories for one side, Neutral ending through karma and having no debuffs.
Good and bad endings are non-cannon. Neutral ending will begin NG+, x2 to stats & sin effects.

Now design your player.
Pick a Name, ***Class and (1) Inherent Sin***
This is a campaign for level 1 players.
They have 10 points in the following: *Health (HP), Magic (MP), Attack (ATK), Defense (DEF)*

Begin the game.
Let the team introduce themselves, meet your first NPC, or take on a quest blindly, the game starts at the Inn. Every NPC has a chance to hand out a quest or be part of one. All items are tradable, unless stated otherwise. (Played with a d20 for table top)

OAM Player Info Card.

Name:

Level: | Class:
MAX HP: | Current HP:
MAX MP: | Current MP:
Attack (ATK): | Attack Buff:
Defense (Def): | Defense Buff:

Inherent:

Morale Balance:
Items:

Bio:

Notes:

Class, Abandoned Knight

Their tribe left them overnight, now they've joined the party to find the next outpost and report back safely.

Inherent Sin: **Spite for the Unfaithful**

Cannot do team attacks, does double damage and attacks twice

Inherent Sin: **Black Rose**

Loses 1 HP every attack you do, which turns into a buff for allies attacking.

Inherent Sin: **Hail Mary**

Once a day you can do a x4 multiplier hit or buff but it will be a random target within eye range, after HP is halved until rested.

Class, Brainless Brute

Probably lived in a cave before this, they walked into town and now would like to see new animals, maybe to hunt, maybe just to admire.

Inherent Sin: **Irony**

Cannot use spells, too dumb to be affected by spells.

Inherent Sin: **Unnerving**

Can unlock things by punching but risks bleeding damage for -1 all stats. Cannot use daze. Has x2 default Attack.

Inherent Sin: **Seeing Red**

Double the default health and defense as other classes but
cannot be the first to attack or run away from a fight.

Class, Cursed Wizard

Was hunting for mushrooms then fell off a cliff but lived, bitch. (Ouch…) The powers of the forest now live within them.

Inherent Sin: **Fainting**

Tires easily (-DEF 2)
Spells cost their value in action points but after the first use, you skip every other round of turns.

Inherent Sin: **Silent Oath**

Cannot eat food or speak, all default points are doubled.
Can only be chosen once. If the Silent Oath is stopped,
the player's default points will have a -10 debuff for ten moves or ten full in-game days.

Inherent Sin: **Zombification**

Can revive without karma decrease but at the risk of botching and attacking all allies.
If frenzied they can only stop by becoming dazed.

Class, Heretic Devout

The quiet type, doesn't say much past the dinner table, then they start to yell.

Inherent Sin: **Self Sacrifice**

Cannot heal self by magic, can heal others for (0) MP but instead the same amount of HP. Heals all allies when the player is at 1/4 heath.

Inherent Sin: **Consumed**

Cannot be buffed by allies but allies can use magic for ½ cost.
Food buffs are doubled.

Inherent Sin: **Feeling Invisible**

Becomes invisible and can walk through any wall, defense is ½.

Combat

Turn based. *Roll for turn placement at start of combat.*
Each turn, roll to gain Action Points.
Basic Actions cost 5 points, moving costs 10. ***You can flee combat.***
How combat is calculated*:*
Offense uses their Atk. stat, Target counters with their Def. the difference in lower Def. is the damage.
Offence rolls d20 (chance to hit), If d20 rolls 3 or lower attack backfires.

Basic Actions

Attack *Lethal Attack.*
Daze *Non-leathal, will not allow the target to go below 3 HP.*
Impervious to combat once dazed but will walk towards the nearest entity with the highest point in a single stat. Does not add negative karma.
Swift Heal *Heals for 5 HP, costs 2 MP.*
Teleport *Can teleport themselves and allies to previously found locations. Works during combat (counts as fleeing). Costs 4 MP*

Basic Consumables. Does not regularly consume action points. Single use.
01. ***Cheese****: -3 ATK, x2 defense for 1 move.*
02. ***Honey:*** *+5HP & +5MP, -1 action point if in combat.*
03. ***Health Potion****: +10 HP, -2 MP*
04. ***Magic Potion****: Counts as basic action, roll d20 for MP raise.*
05. ***Stat Points****: Can be traded for stats and inherent sins,*
or used for a full heal during combat, skips turn

Basic Wearables

01. **Shield**: *+5 Def. Player cannot flee.*
02**. Gloves**: *Brace for Impact: Chance to repeal surprise attacks.*
03**. Sword**: *5+ Atk. Intimitation: Has a chance to make anyone not talk to you or flee if able too.*

Leveling Up

All characters level up at the same rate, x2 the XP to progress to the next level as the previous level, starting at 100XP for level 2.
Each level the player gains five ***stat points*** *to use how and when they like but must go to any* ***inn*** *and sleep to reach the next level.With the maximum level of 20.*

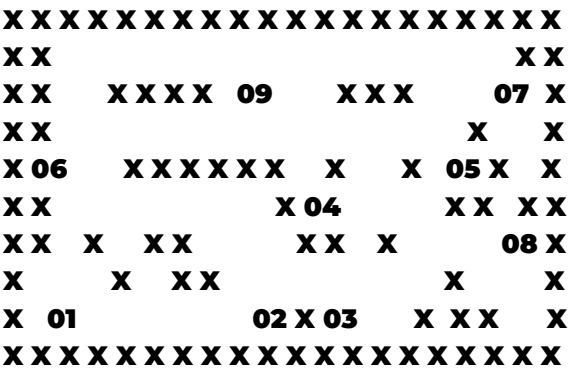
Inherent Sin

Blood Curse. At level 5, 10, 15 & 20, *players can remove one debuff of Inherent Sin.*
At any level, for five stat points, players may choose to either double the effect of one Inherent Sin or add one Inherent Sin.

Karma System Economy

Karma is on a scale from -50 to +50, default is 0.
Human players have unlimited lives but when they restart, -10.karma.
When an NPC from a group dies, their balance is added to the player's, -5 karma to their group.
If the player has -50 or +50 karma, any additional karma will go towards zero karma.
The higher the positive karma level, the greater the risk of ambushes and vice versa.

LAYOUT OF TERROR CITY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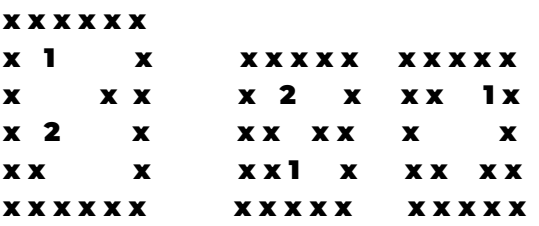
8hx18w playable area, 42 obstacles

|1. Inn | 6. Sewers (Dungeon)
|2. Store | 7. Warehouse (Dungeon)
|3. Blood Bank | 8. Club District (Dungeon)
|4. Bad System | 9. City Hall
|5. Change Machine

Custom map creation

Height and width have a minimum boundary area equal to +2 the playable area
Then additional obstacles can be placed by the GM

Dungeon Maps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X 1 X X X X X X X X X X
X X X X X 2 X X X 1 X
X 2 X X X X X X X
X X X X 1 X X X X X
X X X X X X X X X X X X
Club District Warehouse Sewers
Building 8 Building 7 Building 6
4x4 playable 3x3 playable
2 obstacles

1. Slog | 1. Tommy Tud IV | 1. Bev Maken
2. Bucko The Clown | 2. Tommy Tud III |

General Buildings

Inn, Inn Keeper. Building 01 - *Hands out level advancements.*
You can rest here but keep an eye out for the chance to be surprise attacked after entering. Roll d20 before talking to anyone.
Store, Clerk. Building 02 - *Anything that isn't class!*
Sells all Basic Consumable and Wearable Items.
Blood Bank. Building 03 *- Pay in HP to priests, absolving bad karma. Costs 20 HP, +5 karma.*
Bad System. Building 04 *- Bounty hunter quests to absolve good karma, forfeit XP but gain info towards finding McEfferate.*
If you try to trade with them in anything other than stat points, they will ask for a randomly named coin to trade in each time.
Change Machine. Building 05 *- Reset class & name with stat points.*

Dungeon Crawlers

After clearing out dungeons*:*
Dungeons can be done infinite times but will become territory of a new local group
Journey Parties are on a weekly schedule for each meeting spot. NPC party groups will have random stats & class skills but may or may not have room for you or your own party members.

Top 5 Most Wanted

Toughest bounties around. All wanted for questioning by the newest mayor. #1 is the most difficult, #5 is the easiest.

Case File 01. *McEfferate* **[*HP: MP: Atk: Def:*]**
Status: *Unknown*
Karma Balance*:?* **Affiliation**: *Currently Unknown* **Special Move:** Unknown
Former Mayor of Terror City.
Go to City Hall to hear more about this one.

Case File 02. *Slog* **[*HP: MP: Atk: Def:*]**
Status: *Club District*
Karma Balance*: -10* **Affiliation**: *Air Inc.*
The most boring monotone dork you've ever met is on the side of evil but knows all the numbers, up to 24. Book keeper.

Case File 03. *Bucko The Clown* **[*HP: MP: Atk: Def:*]**
Status: Club District
Karma Balance*: -2* **Affiliation**: The Moon
Between jobs, for this sad clown.

Case File 04. Bev Maken **[*HP: MP: Atk: Def:*]**
Status: Sewers
Karma Balance*:* **Affiliation**: Blood Bank
Priest who regularly berates Mutants even in their own home.

Case File 05. Tommy Tud IV **[*HP: MP: Atk: Def:*]**
Status: Warehouse
Karma Balance*:* **Affiliation**: The Moon
Fail son, *Tommy's loads of trouble.*

Groups *of Terror City*

Gangs *of Terror City*

01.
Mutants: *Underground people, mutated by dirty food.*
Soldiers: x **[***HP: 10 MP: 10 Atk: 10 Def: 10 EXP Drop:* **]**
Boss: x **[***HP:x MP:x Atk:x Def:x EXP Drop:x* **]**
Location: *Sewers* **Karma Balance***: 0*
02.
The Moons: *Family run mafia, like Grandma used to make.*
Soldiers:x **[***HP:x MP: Atkx: Def:x EXP Drop:x* **]**
Boss:*Tommy Tud III* **[***HP: x MP:x Atk:x Def:x EXP Drop:x* **]**
Location*: Warehouse* **Karma Balance***: -10*

Religions *of Terror City*

Bee Keepers*: They keep bees but in a weird way. They also only trade in Honey.*
Soldiers: *Bees* **[***HP:x MP:x Atk:x Def:x EXP Drop:x* **]**
Boss:*Madam Bee* **[***HP: x MP:x Atk: Defx: x EXP Drop:x* **]**
Location*: All Dungeons* **Karma Balance***: 0*

Conglomerates *of Terror City*

Air inc.: *We're everywhere, Makers of The Change Machine™.(Patent pending)*
Soldiers: x **[***HP:x MP:x Atk:x Def: x EXP Drop: x* **]**
Boss: x **[***HP: x MP:x Atk:x Def: x EXP Drop:x* **]**
Location*: All Dungeons* **Karma Balance***: -50*